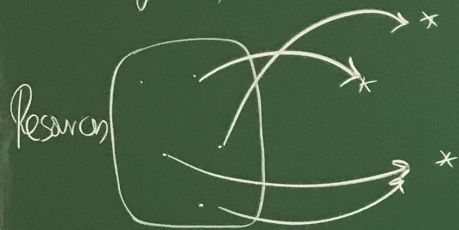


25 Feb 2020 Resource Allocation/Assignment/Control/Management
(Dynamic)



- * discrete or continuous
- * limited = valuable
- * assignment = investment
expectation of return
- * each assignment
results in a different
return
- * return: value of a KPI

radio resource ...
 BW, power, antenna^s computation, cache(memory)
 rate latency
 MEC: mobile edge computing

* consider BW: discrete problem

RB: resource block
 PRB: physical RB

12 consecutive subcarriers
 Each with 15 kHz of BW
 $12 \times 15 \text{ kHz} = 180 \text{ kHz}$
 (OFDM)



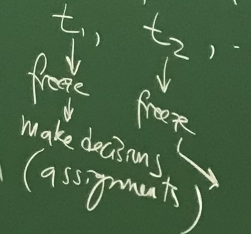
Ex: $B = 10 \text{ MHz}$
 $\# \text{ of RBs} = \frac{10 \text{ M}}{200 \text{ k}} = 50$

$h(t) = \alpha \delta(t)$ ideal ch.
 \hookrightarrow ch gain $\alpha \ll 1$

$\alpha: f(\text{time, freq, location})$
 short-term stats long-term stats
 small-scale stats large-scale stats

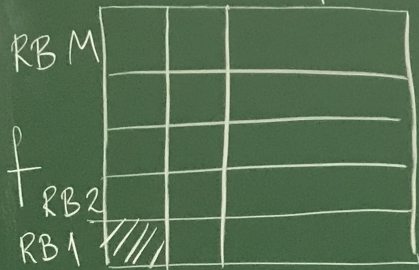
$PL = \frac{1}{\alpha^2}$

* snap-shot analysis
 time: frozen



$t_2 - t_1 \sim$ time consistent of the channel
 (coherence time)

Resource plane



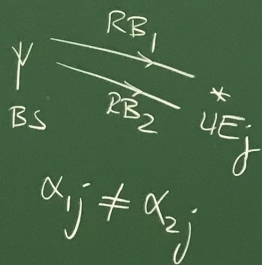
0.5m t

PRB: smallest resource element that can be assigned by the LTE scheduler.

L: UEs in one cell



$RB_i \rightarrow UE_2 : \alpha_{i2}$
 $RB_i \rightarrow UE_1 : \alpha_{i1}$
 $\alpha_{i1} \neq \alpha_{i2}$



$\alpha_{1j} \neq \alpha_{2j}$

* Assume there is no Power Control

$$P_{RB} = \frac{P_{TX}}{M} \rightarrow \text{total TX power}$$

LTE: 200 kHz

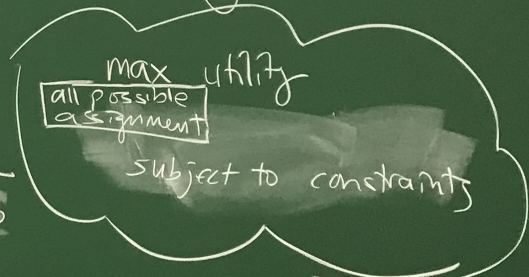
$$R_{ij} = B_{RB} \log_2(1 + SNR_{ij})$$

$$SNR_{ij} = \frac{P_{RX}}{P_N} = \frac{P_{TX}}{M} \cdot \alpha_{ij}^2 = \frac{P_{TX}}{B_{RB} N_0}$$

$$M = \frac{B}{B_{RB}} \rightarrow \text{fixed} = \alpha_{ij}^2 \left(\frac{P_{TX}/M}{B_{RB} N_0} \right)$$

$$SE_{ij} = \frac{R_{ij}}{B_{RB}} = \log_2 \left(1 + \alpha_{ij}^2 \left[\frac{P_{TX} M}{B_{RB} N_0} \right] \right)$$

Utility: return



Optimization math tool for RRM
 ↓
 Machine Learning (ML)

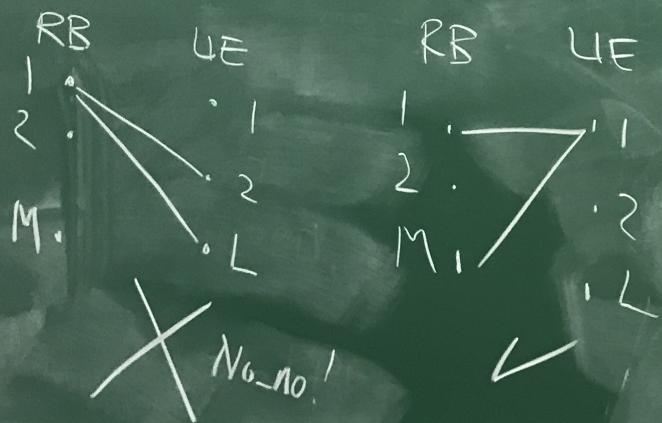
25 Feb 2020 Resource Allocation/Assignment/Control/Management

	UE		
	1	2	L
RB			
1	2.7	0.3	6.7
2	1.9		
...			
M	3.2		

	UE		
	1	2	L
RB			
1	0	1	0
2	0	0	1
...			
M	1	0	0

→ only one "1"

Downlink (DL) (SE) (b/s/Hz)



$$I_{ij} = \begin{cases} 1, & \text{if } RB_i \rightarrow UE_j \\ 0, & \text{if } RB_i \not\rightarrow UE_j \end{cases}$$

indicator function

Examine SE

Decide for I

so that utility is optimized
Max or min

utility: a user's rate (X)
 sum rate of all users (V)
 s.t. "fairness"

$$\max_{\mathbf{I}} \sum_{j=1}^L \sum_{i=1}^M I_{ij} SE_{ij}$$

s.t.

$$\sum_{j=1}^L I_{ij} \in \{0,1\}, \forall i$$

$$\sum_{i=1}^L \sum_{j=1}^M I_{ij} \leq 1$$

$$\sum_{j=1}^L \sum_{i=1}^M I_{ij} \in \{0,1, \dots, M\}$$

$$M = \frac{B}{B_{RB}}$$

$$P_{RB} = \frac{P_{TX}}{M}$$

If M RBs, L UEs
 How many \mathbf{I} s exist?

Ex: L=50
 M=200

of choices $\ll 2^{LM}$

$$2^{LM} = 2^{10,000} = (2^{10})^{1000} \sim 10^{3000}$$

of particles in the universe $\sim 10^{80}$

NP-hard: non-polynomial in time
 \rightarrow cannot be solved in a brute-force manner

RB \ UE	1	2	3
1	2	0	(4)
2	5	(6)	1
3	2	2	(3)
4	(4)	1	2
5	(7)	6	5
6	1	(5)	2

SE [b/s/Hz]

* Find \mathbf{I} to maximize the sum rate

* Max $\sum R$
 s.t. resource fair

* Max $\sum R$
 s.t. $R_j = R_{UE_j}, \forall j$